COMPUTER GAME WITH MATCHABLE BLOCKS

Abstract

A playing grid includes cells for holding objects of different types, and a cursor that when moved exchanges positions in the grid with an adjacent object. The cursor is prevented from leaving the bounds of the grid. Horizontally or vertically lined-up matchable objects of the same type are deleted. Objects are moved in the grid to cells adjacent to and below unless occupied by other objects. A new row of objects is created below the bottommost row of the playing grid, and shifted up into the grid displacing other objects in the grid up. In an expert mode, falling objects are created at the top of the grid, and objects can be transformed into other objects. In a multiplayer mode, objects can be exchanged and deleted from two playing grids depending on player performance.